

IN THE CLAIMS:

11. (Twice Amended) A method for transmitting a desired digital audio music signal stored on a first memory to a second memory comprising the steps of:

transferring money to a first party controlling use of the first memory from a second party financially distinct from the first party, said second party controlling use and in possession of the second memory;

connecting electronically the first memory with the second memory such that the digital signal can pass therebetween;

transmitting the digital signal from the first memory with a transmitter in control and possession of the first party to a receiver having the second memory at a location determined by the second party, said receiver in possession and control of the second party; and

storing the digital signal in the second memory.

Claim 12, line 3, delete "music";

Claim 12, line 4, delete "music".

15. (Amended) A method for transmitting a desired digital, [a] video or audio [music] signal stored on a first memory to a second memory comprising the steps of:

charging a fee [to] by a first party controlling use of the [second] first memory to a second party financially distinct from the first party, said second party in control and in possession of the second memory;

connecting the first memory with the second memory such that the digital signal can pass therebetween;

transmitting the digital signal from the first memory with a transmitter in control and possession of the first party to a receiver having the second memory at a location determined by the second party, said receiver in possession and control of the second party; and

storing the digital signal in the second memory.

Please add the following claim.

21. A method as described in Claim 15 including after the charging step, the step of searching the first memory for the desired digital signal; and selecting the desired digital signal from the first memory.